

plus/4
EDUCATION CASSETTE

commodore

NUMBER CHASER 02258



BY APPOINTMENT TO HER MAJESTY THE QUEEN
MANUFACTURERS OF COMPUTER BUSINESS SYSTEMS
COMMODORE BUSINESS MACHINES (UK) LIMITED, CORBY

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The roar of the engines, breathtaking decisions, and the spills and thrills of the race track are all here in NUMBER CHASER. Become a racing driver and improve your estimation skills in addition, subtraction, multiplication and division.

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MADE IN ENGLAND

A S K
SOFTWARE
the way to learn

SETTING UP

Read all the instructions carefully and check you have followed the correct procedure for setting up your Commodore Plus/4.

Before switching on the computer system, check that your COMMODORE Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Switch on both your Plus/4 and TV and turn up the volume. The screen displays the 'READY.' signal with a flashing cursor.

NOTE: It is always advisable to turn the Plus/4 off then on again before loading a new program. This clears all the memory locations and minimises load errors.

HOW TO LOAD THE PROGRAM

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is fully rewound to the beginning.
3. Type LOAD and press the RETURN key.
4. Press PLAY on the cassette unit and the game will load automatically.
5. Press the STOP key on the cassette unit when the game has finished loading.

HOW TO PLAY NUMBER CHASER

On the first screen you have a choice of FORMULA 1, 2 or 3. The FORMULA indicates the set of numbers used in the problems and the top speed available. The information is as follows:

FORMULA	NUMBER RANGE	TOP SPEED
FORMULA 3	NUMBERS UP TO 100	150 MPH
FORMULA 2	NUMBERS UP TO 1000	180 MPH
FORMULA 1	NUMBERS ABOVE 10000	210 MPH

Use either the joystick (Port 1) or the keyboard to position the rally driver alongside the formula of your choice and confirm this by pressing either the FIRE button or the RETURN key. If not using the joystick the keys to use are:

'Z' key — left
'X' key — right
'; key — up
'/' key — down

Next select the type of estimation problem (addition, subtraction, multiplication and division) in the same way.

Select whether you wish to take on the entire rally or have a practice lap. By selecting the practice option you have a choice of CLEAR ROAD, OIL SLICKS, ROCK HAZARDS and a NIGHT DRIVE. For your first attempt choose clear roads.

On the screen are four lanes, with the distance covered in miles on the right and the digital time on the left. Your speed is shown horizontally across the top of the screen.

The problem is at the bottom of the screen in the white box with the possible estimations directly above in the yellow boxes. Position your car in the lane that coincides with the closest estimation to the problem shown. A new problem is presented every half mile. Just before each half mile is up, an alarm bell sounds in the cockpit of your racing car warning that you need to have made your choice of lanes. If the car is in the correct lane, the chosen estimation flashes and another problem is presented. If an estimation is wrong, you are flagged down by a red warning disk and a cheeky marshal struts on to indicate the correct estimate. Take care, this loses you precious seconds on your lap time. At the end of the lap the pit crew come out and greet you on a fine display of skill.

The other practice laps are similar to the clear road but they require more skill and alertness of your behalf.

OILSLICKS. When you hit an oil slick the car spins out of control, during which time the solutions to the problem have changed boxes.

ROCKS. When you hit a rock this causes you to stop completely, though without any serious damage to the car. The problem stays the same, but a new set of solutions is presented.

NIGHT DRIVE. In the Night Drive each estimate box is illuminated by positioning the car in the relevant lane.

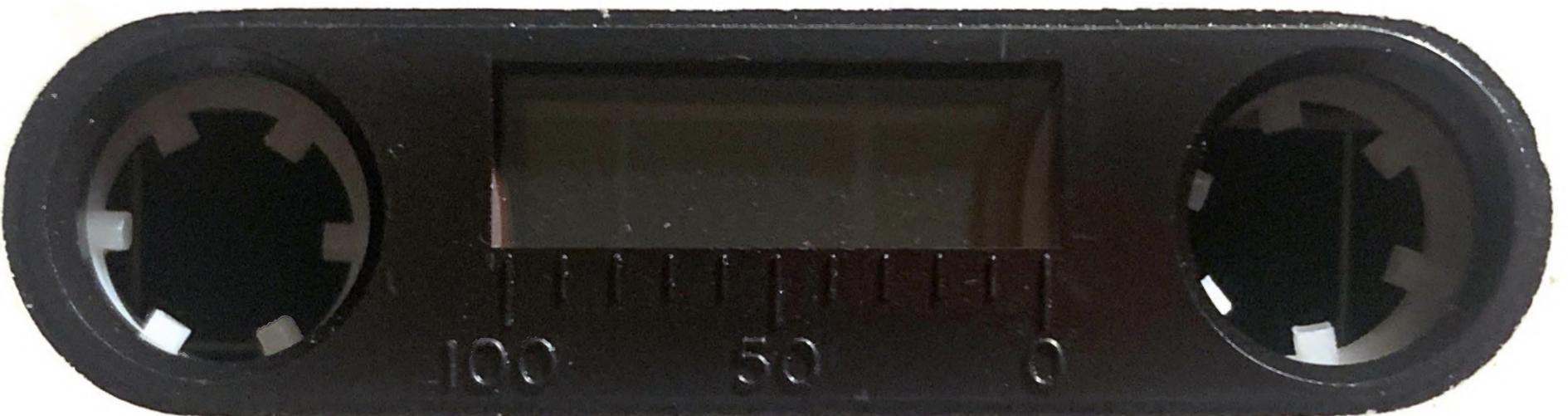
The COMPLETE RALLY consists of THE CLEAR ROAD, OILSLICKS, ROCKS and NIGHT DRIVE in that sequence.

NOTE: Pressing the CTRL and B keys together returns you to the beginning of the program from any point in the game.

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